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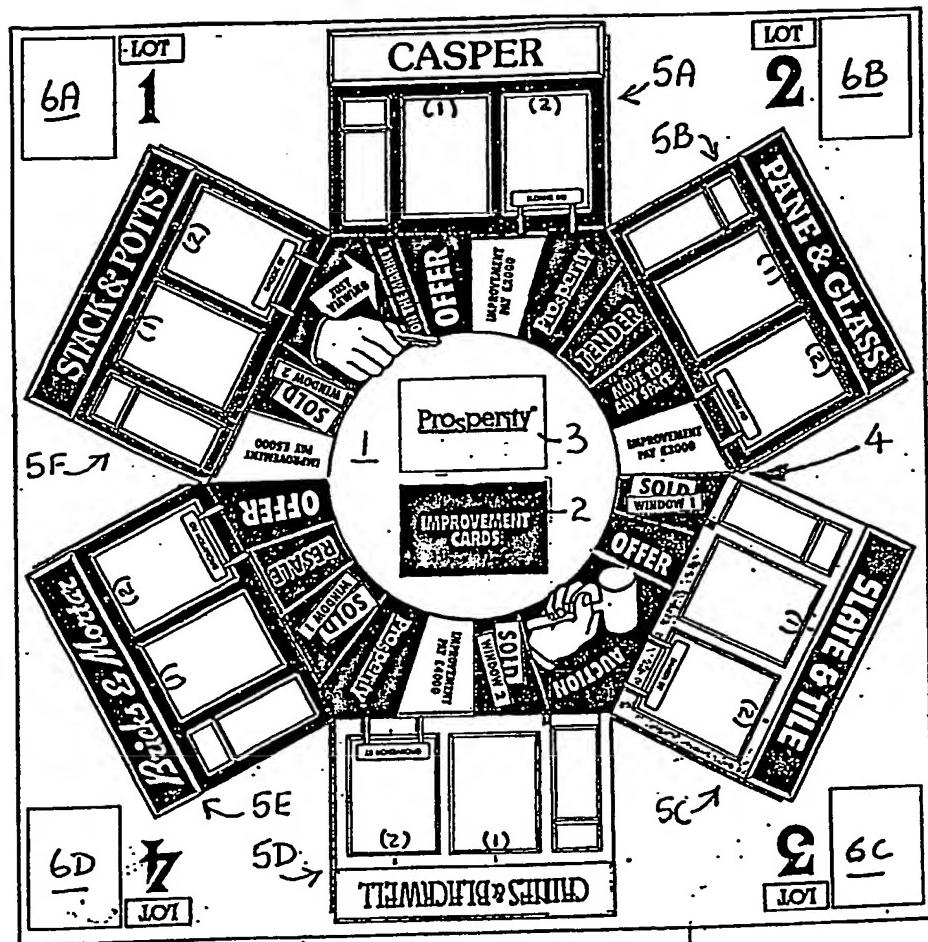


FIG. 1.

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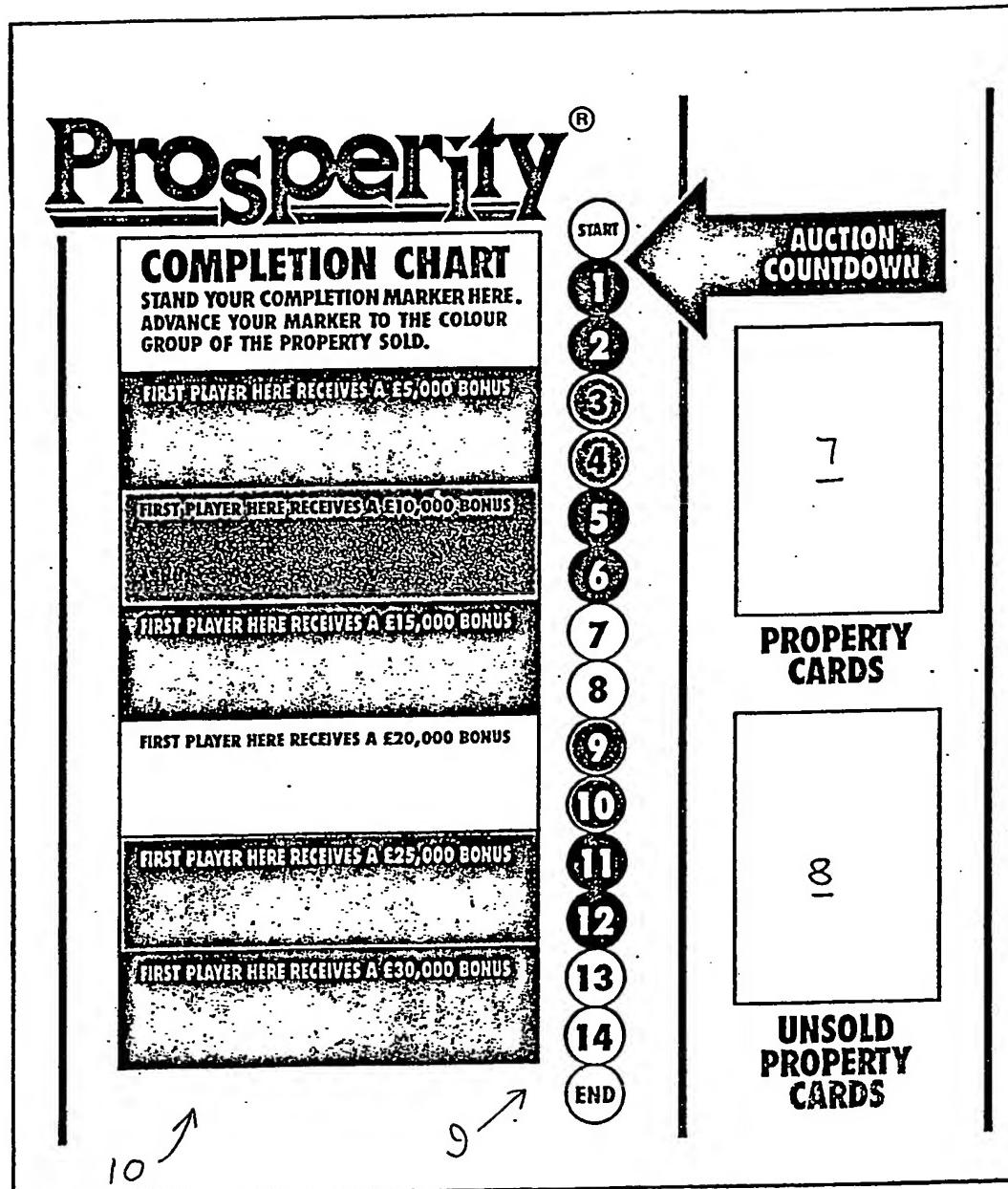


FIG. 2

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2st
Cards
Product

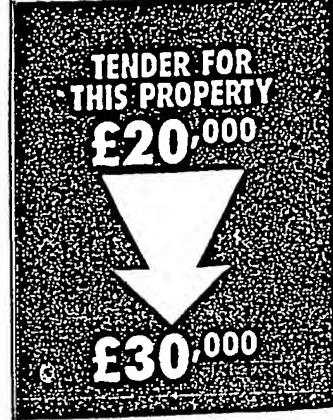
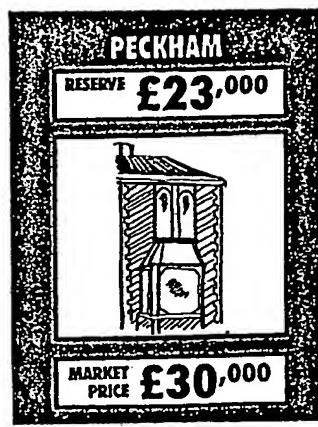
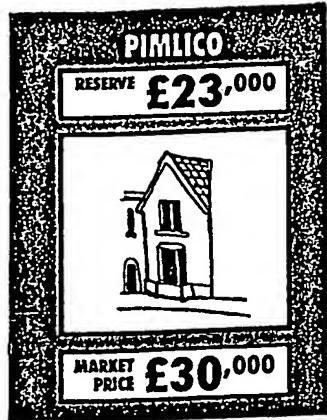


FIG. 3A

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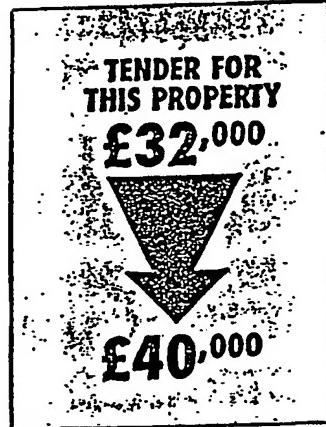
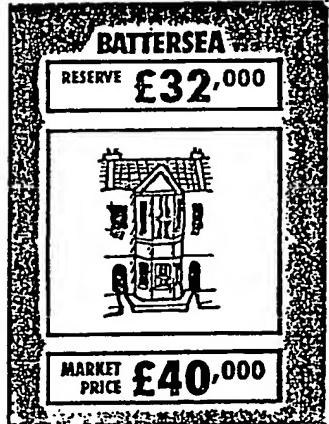
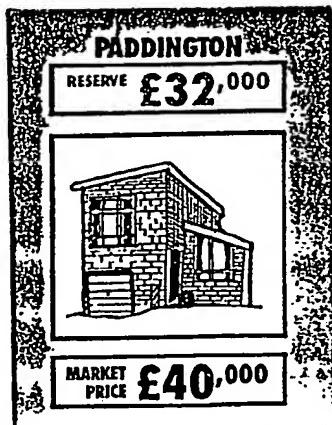
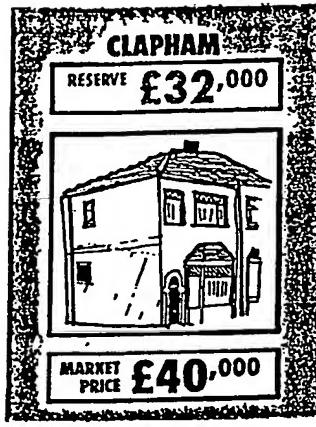
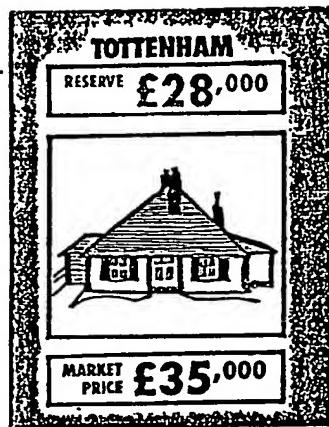
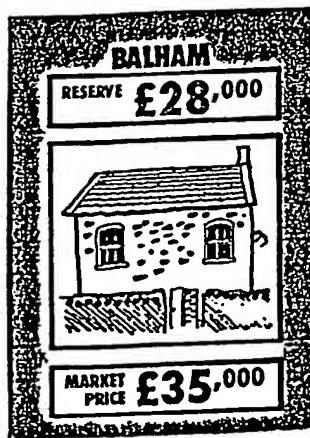
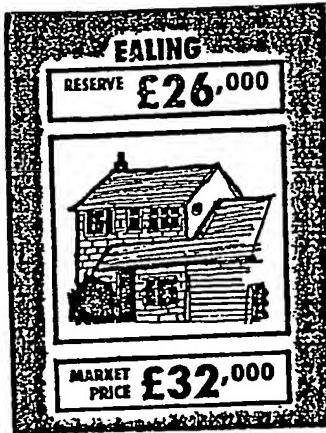


FIG. 3 B

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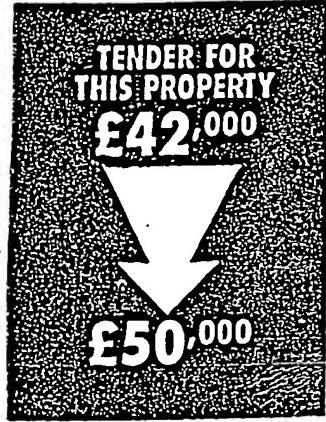
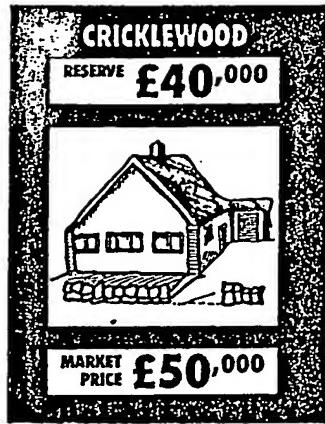
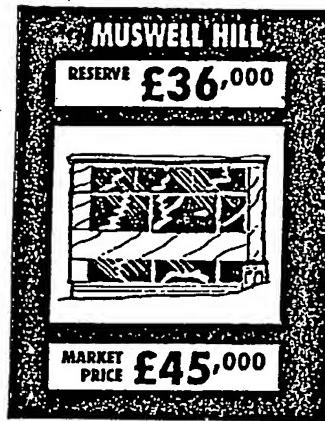


FIG. 3C.

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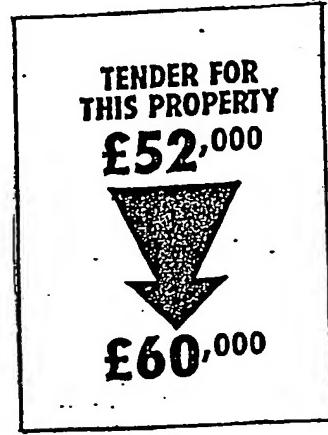
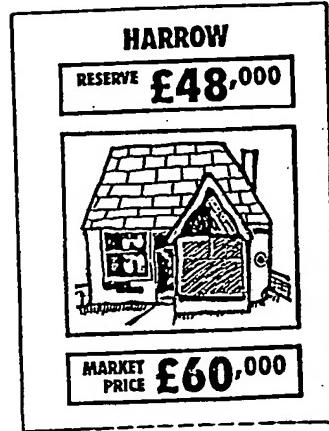
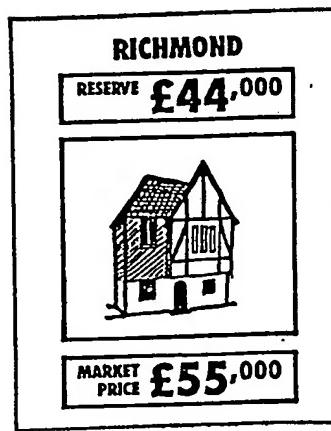


FIG. 3 D

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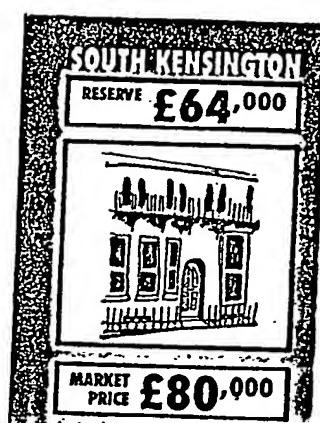
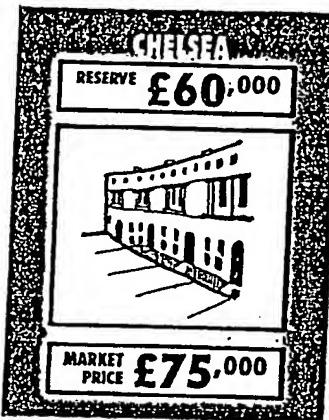
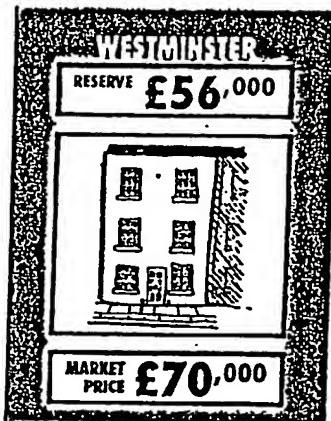
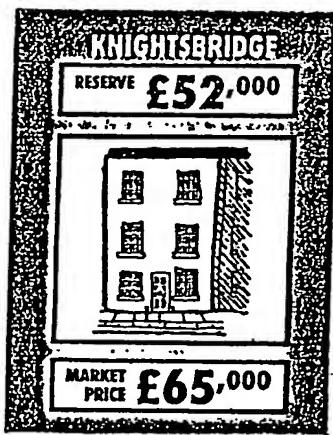


FIG. 3E

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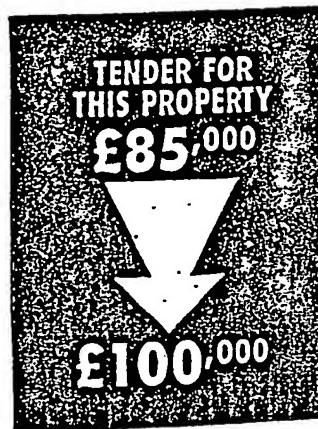


FIG. 3F

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1st
Cord's
improvements
required in order
to sell property

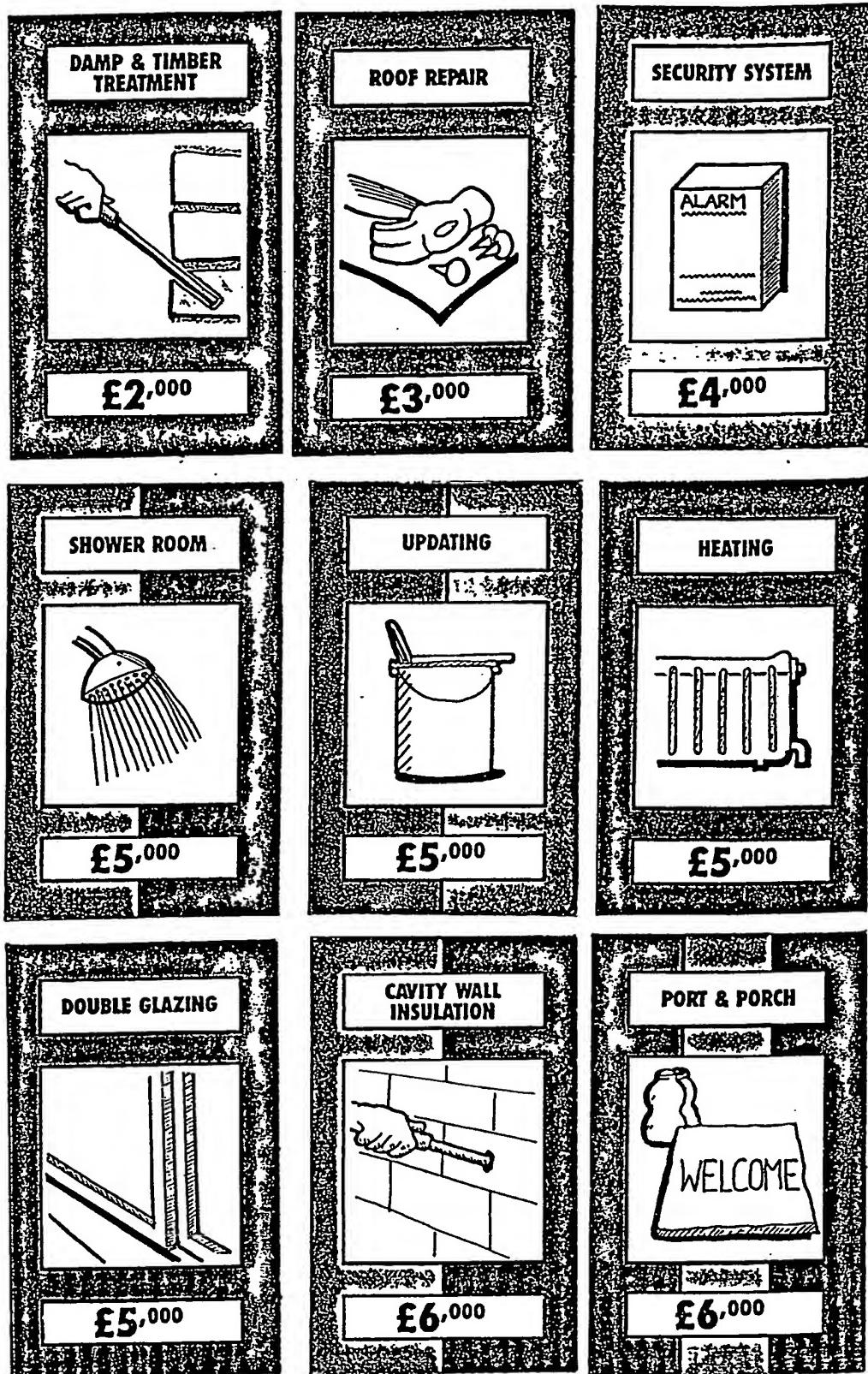


FIG. 4A

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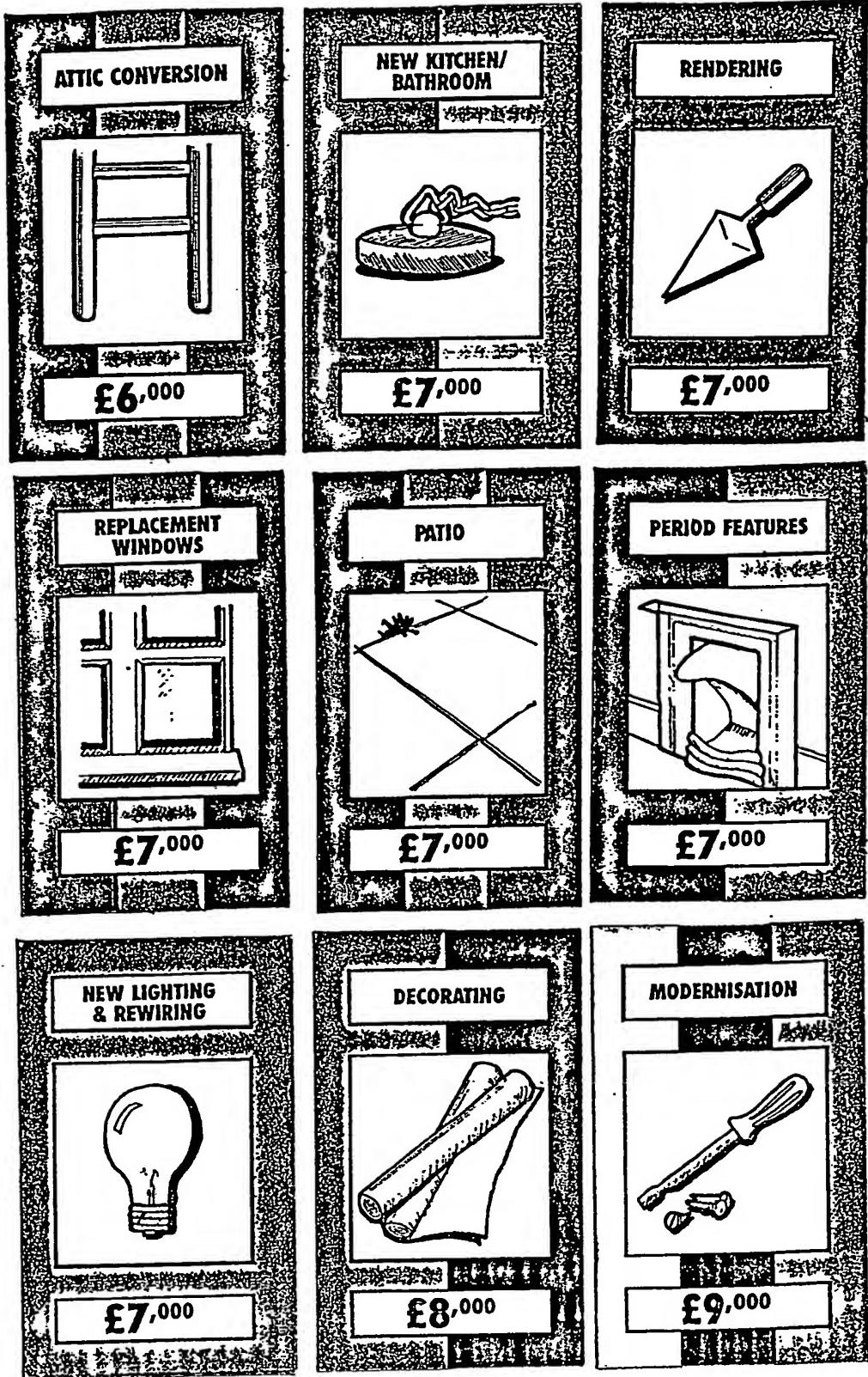


FIG. 4B

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FIG. 4C

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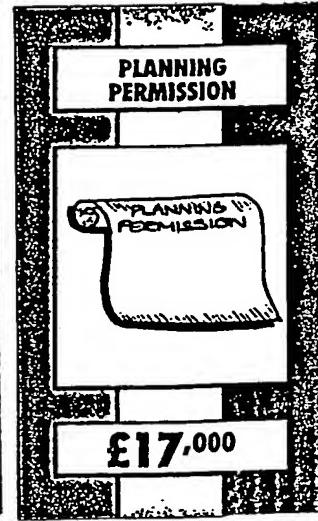
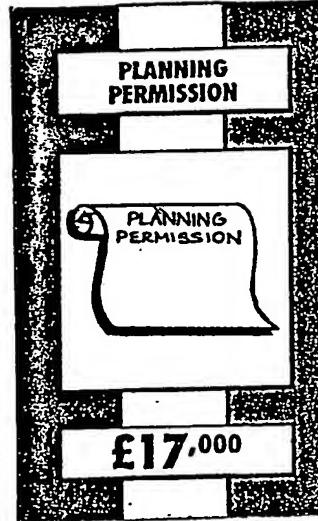
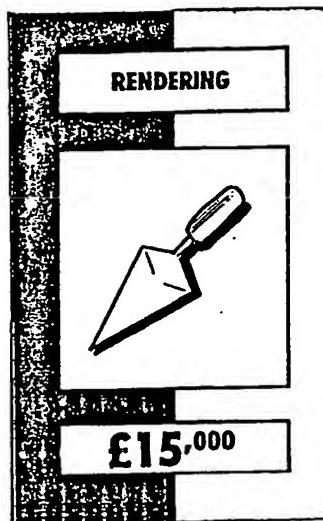
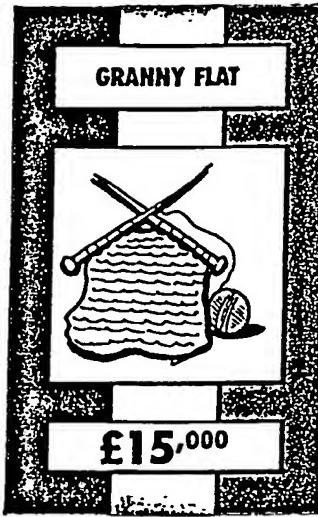
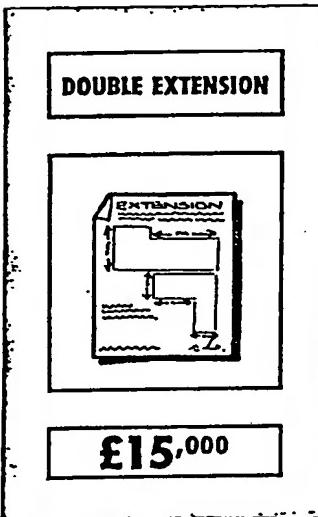
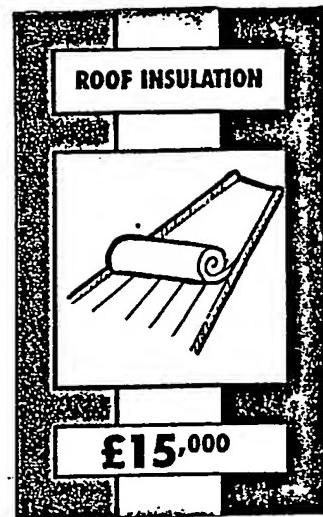
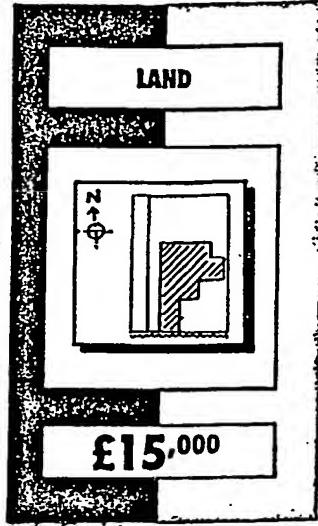
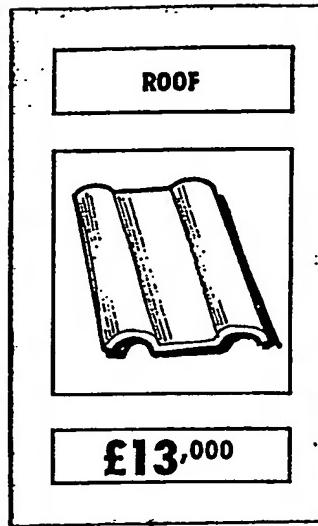
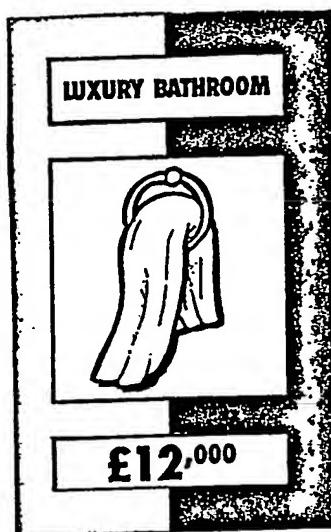


FIG. 4D

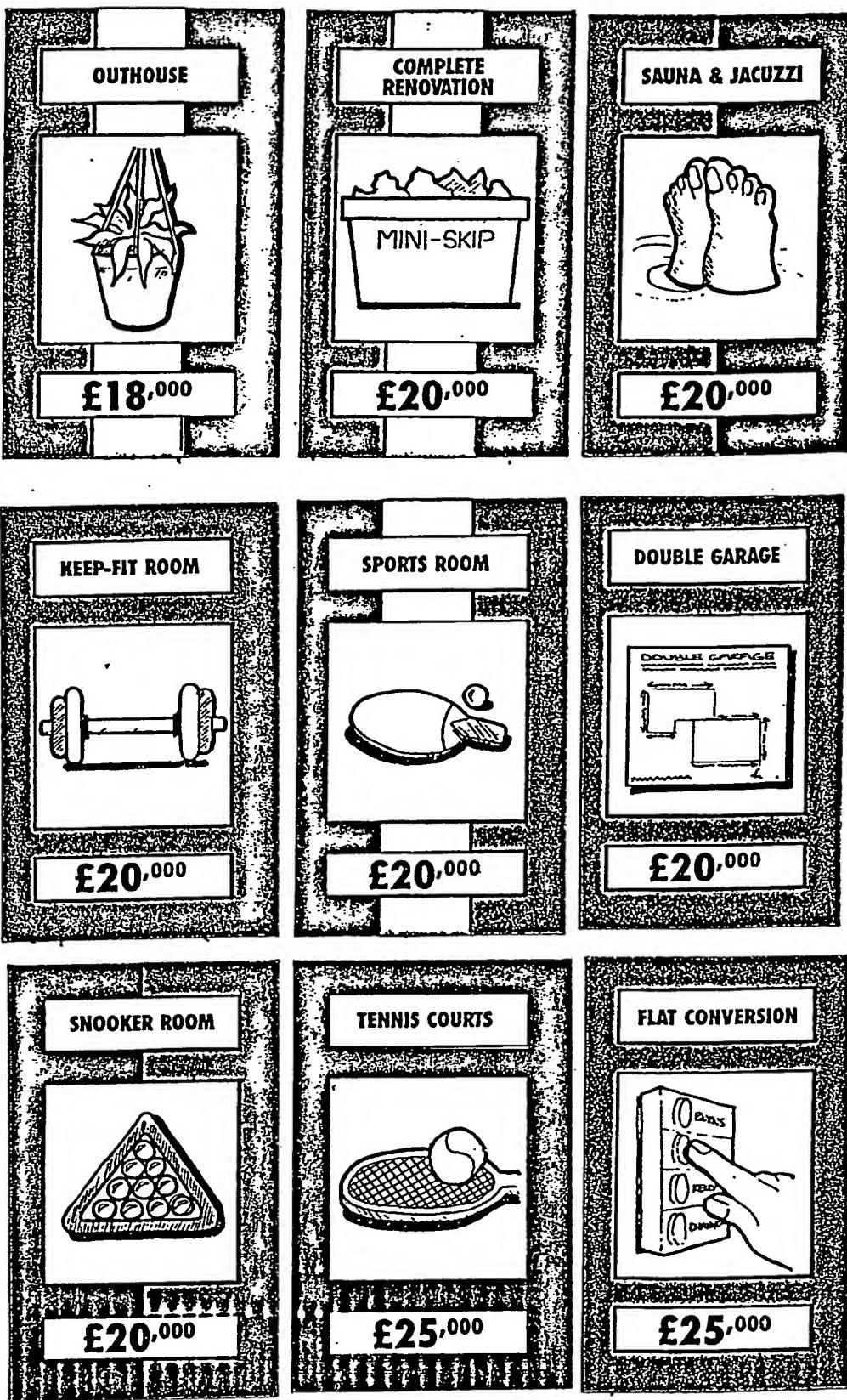
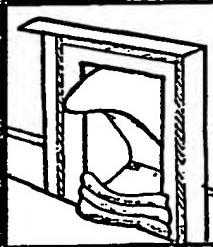


FIG. 4E

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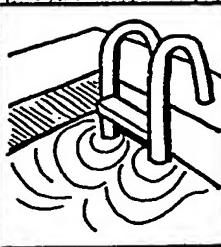
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PERIOD FEATURES



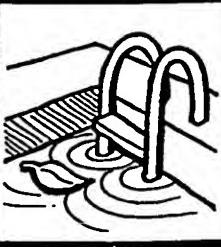
£25,000

INDOOR POOL



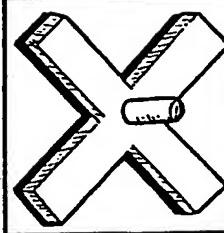
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SWIMMING POOL



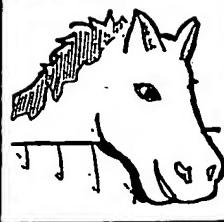
£30,000

STRUCTURAL REPAIR



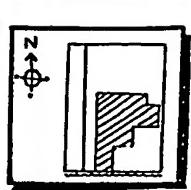
£30,000

STABLES



£35,000

LAND



£35,000

FIG. 4F.

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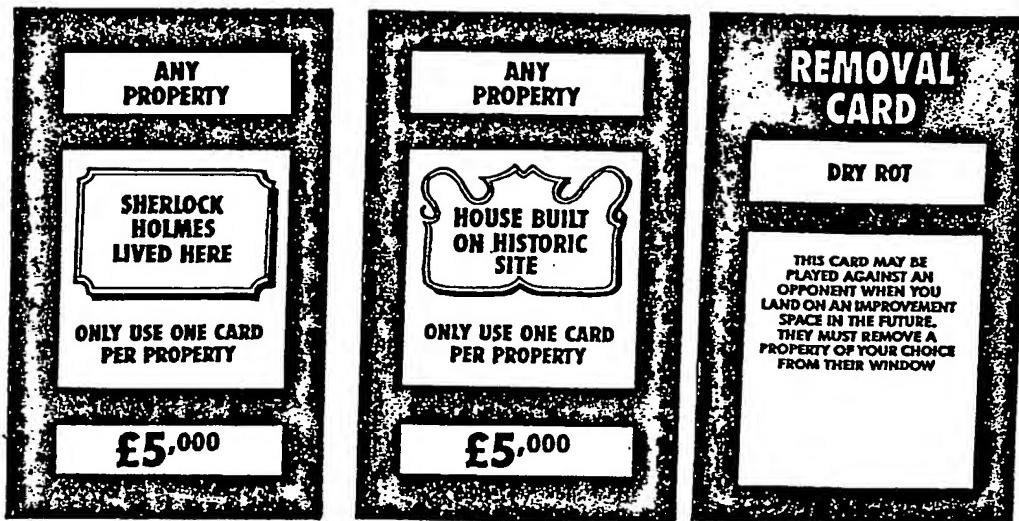
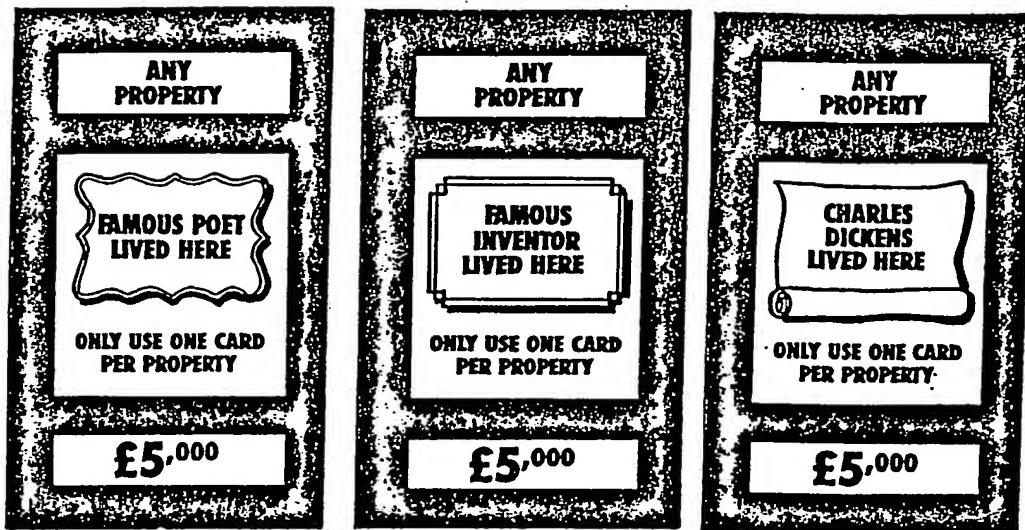


FIG. 4 G

4th Cards

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9th card
reduction of
players score

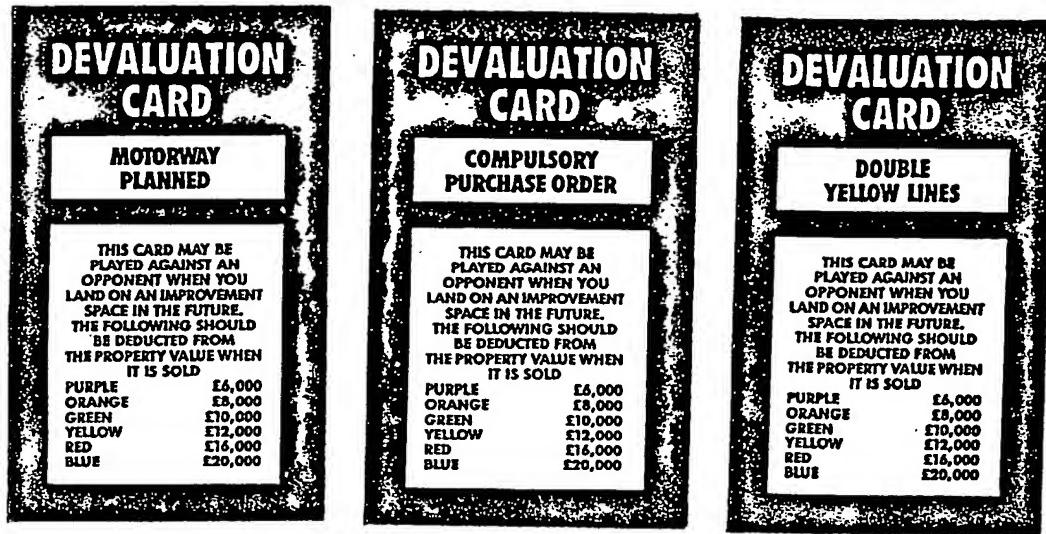


FIG. 4H

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Another throw.

Advance to
JUST VIEWING.

GO ON HOLIDAY
miss your next
throw.

8th
card
Skip
next
turn

Advance to
"Tender" — do
not put a property
on the market.

Collect short-term
interest of £5000
if you hold
£50,000 or more
in cash.

Collect Deposit
account interest on
cash held as
follows;

UP TO	
£30,000	£3,000
£31,000 TO	
£60,000	£6,000
£61,000 TO	
£100,000	£10,000
£101,000 TO	
£150,000	£15,000
OVER	
£151,000	£20,000

RATE REBATE
collect £3000 from
the bank.

HOUSING GRANT
collect £10,000
from the bank.

HOUSING GRANT
collect £10,000
from the bank.

3rd Cards
Bank

FIG. 5A

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PRIME SITE! next time you sell a **PURPLE** or **ORANGE** property through an estate agent collect a premium of £10,000 from the bank.

PRIME SITE! next time you sell a **GREEN** or **YELLOW** property through an estate agent collect a premium of £20,000 from the bank.

PRIME SITE! next time you sell a **red** or **blue** property through an estate agent collect a premium of £30,000 from the bank.

A cash buyer offers you £5000 off the market price of any one property you may have on the market — accept if you wish to sell.

A cash buyer is prepared to pay the following for any one property you may have on the market, as follows;

PURPLE	£25,000
ORANGE	£39,000
GREEN	£49,000
YELLOW	£59,000
RED	£79,000
BLUE	£97,000

A cash buyer is prepared to pay the following for any one property you may have on the market;

PURPLE	£26,000
ORANGE	£38,000
GREEN	£50,000
YELLOW	£58,000
RED	£78,000
BLUE	£98,000

You may remove a property from an estate agent's window, providing it has not been devalued, and replace it with another improved property.

Either put a property on the market without improving it OR take a FREE improvement card.

Either take a FREE improvement card OR put a property on the market without improving it.

FIG. 5 B

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6th cards

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5th
Cards
removal of
problem

You may improve a property already on the market by attaching a further improvement card.

You may improve a property already on the market by attaching a further improvement card.

You may purchase a property displayed in an opponents window at market price.

DISPLAY THIS CARD

A millionaire wishes to buy a property with either PERIOD FEATURES or a SNOOKER ROOM and will pay a premium of £30,000 to the first player with such a property available on the market.

DISPLAY THIS CARD

A playboy wishes to buy a property with either a SWIMMING POOL or SAUNA AND JACUZZI and will pay a premium of £30,000 to the first player with such a property available on the market.

You will be late for the next auction — do not participate in the bidding for Lots 1 and 2.
(KEEP CARD).

Business commitments will force you to leave early at the next auction — do not participate in the bidding for Lots 3 and 4.
(Keep card)

Buyer pulls out — remove your property from window 1.

Planning permission refused — remove your property from window 2.

FIG. 5C

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Pay bills on all properties owned as follows;
PURPLE AND ORANGE £1000
GREEN AND YELLOW £2000
RED AND BLUE £3000

Pay estate agents' fees for all properties on the market as follows,
PURPLE and ORANGE £2000
GREEN and YELLOW £4000
RED and BLUE £6000

Pay Surveyor's fees of £4000.

Pay bank interest of £5000.

STORM DAMAGE pay £5000 to rectify (if you own a property).

Pay Capital Gains Tax of £6000.

CONVEYANCING
Pay solicitor's fees of £6000.

Pay bank interest of £7000.

SUBSIDENCE pay £7000 to rectify (if you own a property).

FIG. 5 D

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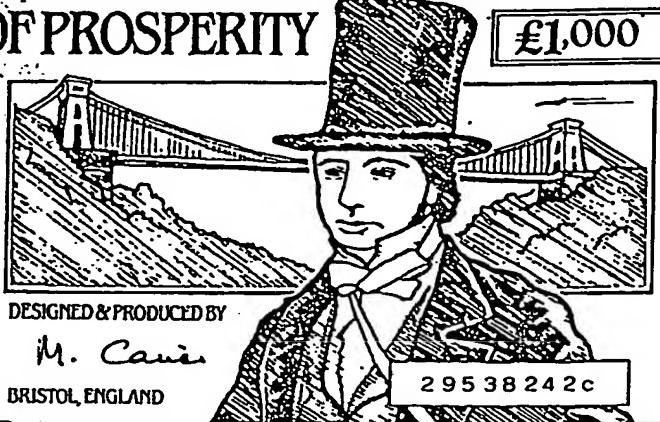
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Prosperity®

FIG 5 E

BANK OF PROSPERITY

£1,000



DESIGNED & PRODUCED BY

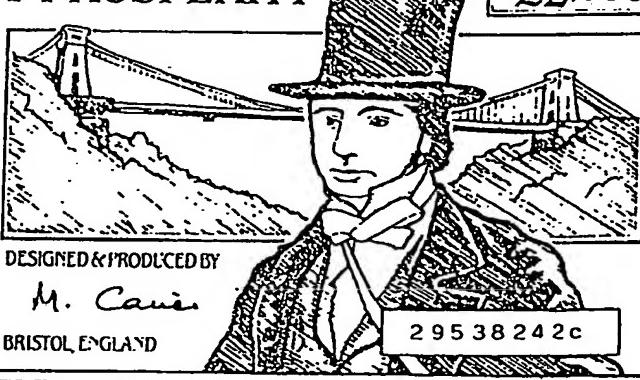
M. Caine

BRISTOL, ENGLAND

29538242c

BANK OF PROSPERITY

£2,000



DESIGNED & PRODUCED BY

M. Caine

BRISTOL, ENGLAND

29538242c

BANK OF PROSPERITY

£5,000



DESIGNED & PRODUCED BY

M. Caine

BRISTOL, ENGLAND

29538242c

FIG 6A

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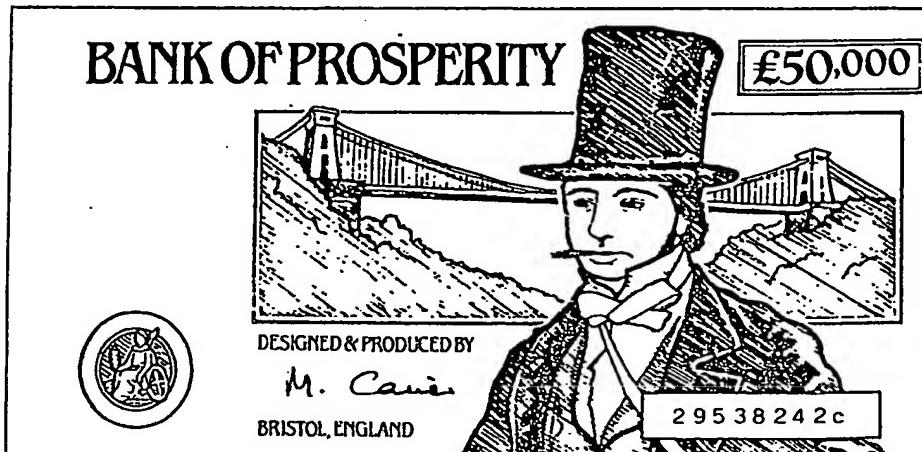
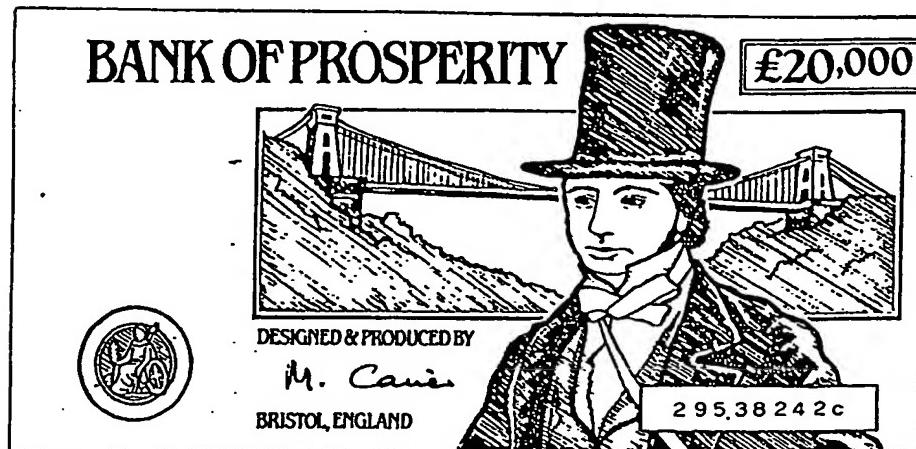
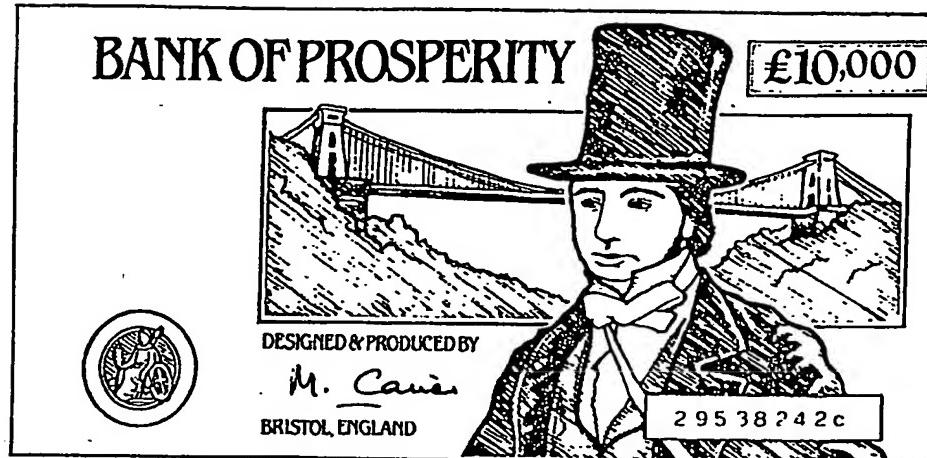


FIG 6 B

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DEAL NO	SALE	£ 3000	+	SALE	+	£ 2000
	+	£ 1000				

FIG. 7

SPECIFICATION**Board games**

5 This invention relates to board games.

According to the present invention there is provided equipment for playing a board game, comprising:-

a) board means on which are marked a first set of indicia relating to dealings in property and a second set of indicia relating to the progress of the game;

10 b) a first die with faces indicating the numbers 1 to 6;

c) a second die with faces marked to indicate dealings in property;

d) a first set of cards on which are marked indicia relating to properties for sale and their prices;

e) a second set of cards on which are marked indicia relating to property;

15 f) a third set of cards on which are marked instructions;

g) a set of scripts representing money of various denominations; and

h) a plurality of tokens.

In a preferred form of the equipment, the board means comprises a main board on which the first set of indicia is marked and a subsidiary board on which the second set of indicia is

20 marked.

For a better understanding of the invention and to show how the same may be carried into effect, reference will now be made, by way of example, to the accompanying drawings, in which:-

Figure 1 represents a main board,

25 Figure 2 represents a subsidiary board,

Figure 3A shows a group of eight Property cards of a set of such cards (which is a first set of cards) and, in the bottom right hand corner of the sheet, the reverse view which is common to each of the eight cards of this group,

Figures 3B to 3F show five further groups of Property cards each group consisting of eight 30 cards, the common reverse view of the cards of each group being shown in the bottom right hand corner of each sheet.

Figures 4A to 4H show sixty-two Improvement cards that are a second set of cards, the reverse view which is common to all these Improvement cards being shown at the foot of Fig. 4H.

35 Figures 5A to 5D show thirty six Prosperity cards that are a third set of cards,

Figure 5E shows the reverse view which is common to all the Prosperity cards,

Figures 6A and 6B show scripts representing money of various denominations, and

Figure 7 is a developed view showing the six faces of a Negotiation die.

In addition to the items shown in Figs. 1 to 7 and listed above, the equipment for playing the 40 game includes a conventional die with dotted faces to indicate numbers 1 to 6, and tokens consisting of six players' pieces of individual distinctive colour, six Completion Markers of individual distinctive colour and of a shape distinguished from the players' pieces and one Auction Marker that is distinguished from all the Completion Markers by its colour.

In more detail, the main board as shown in Fig. 1 is square and has a central circular area 1 with two zones 2 and 3 marked thereon. The zone 2 is identified as for receiving the Improvement cards (that is the second set of cards shown in Figs. 4A to 4H) and the zone 3 is identified for receiving the Prosperity cards (that is the third set of cards of Figs. 5A to 5E).

Around the central area 1 there is a sequence of zones 4 identified in order around a ring from above the zone 3 as:-

JUST VIEWING ON THE MARKET OFFER		
5	IMPROVEMENT PAY £2000	5
	PROSPERITY	
	TENDER	
	MOVE TO ANY SPACE	
	IMPROVEMENT PAY £3000	
10	SOLD WINDOW 1	10
	OFFER	
	AUCTION	
	SOLD	
	IMPROVEMENT PAY £4000	
15	PROSPERITY	15
	SOLD WINDOW 1	
	RESALE	
	OFFER	
	IMPROVEMENT PAY £5000	
20	SOLD WINDOW 2	20

Outwardly of the ring of zones 4 there are six zones 5B, 5B, 5C, 5D, 5E and 5F each representing a front view of an Estate Agent's shop. These representations of shops are individually coloured to match the individual colours of the players' pieces. Each shop includes two representations of windows respectively identified on the board as 1 and 2.

In each of the four corners of the board there is a zone 6A, 6B, 6C or 6D respectively identified LOT 1, LOT 2, LOT 3 and LOT 4.

The subsidiary board shown in Fig. 2 is a Completion Chart having a zone 7 identified as for receiving Property cards (the first set of cards shown in Figs. 3A to 3F), a zone 8 identified as 30 for receiving unsold Property cards, a vertical row 9 of circular zones identified from the top downwards as START, 1, 2, 3...13, 14, END, and a further vertical row 10 of elongated rectangular zones having a heading reading:-

COMPLETION CHART		
35	STAND YOUR COMPLETION MARKER HERE.	35
	ADVANCE YOUR MARKER TO THE COLOUR.	
	GROUP OF THE PROPERTY SOLD.	

Below this heading there are zones each of a different colour and bearing respective legends		
40	from the topmost zone downwards:-	40
	FIRST PLAYER HERE RECEIVES A £5000 BONUS	
	FIRST PLAYER HERE RECEIVES A £10000 BONUS	
	FIRST PLAYER HERE RECEIVES A £15000 BONUS	
45	FIRST PLAYER HERE RECEIVES A £20000 BONUS	45
	FIRST PLAYER HERE RECEIVES A £25000 BONUS	
	FIRST PLAYER HERE RECEIVES A £30000 BONUS	

The groups of Property cards (Figs. 3A to 3F) are coloured such that the cards of each group 50 are of a colour distinctive to the group and corresponding to one of the colours of the row of zones 10 of the Completion Chart.

A form of colouring is as follows:-

<i>Players' Pieces and Completion Markers</i>		
55	white	55
	green	
	orange	
	yellow	
	blue	
60	purple	60

Auction Marker
black

Views of Estate Agents' Shops

Zone 5A-white	
Zone 5B-green	
5 Zone 5C-orange	5
Zone 5D-yellow	
Zone 5E-blue	
Zone 5F-purple	
10 Row 9 of Circular Zones on Completion Chart	10
1 and 2-purple	
3 and 4-orange	
5 and 6-green	
7 and 8-yellow	
15 9 and 10-red	15
11 and 12-blue	
13 and 14-white	

Row 10 of Elongated Rectangular Zones on Completion Chart

20 Coloured from the uppermost down:	20
purple	
orange	
green	
green	
25 yellow	25
red	
blue	

Property Cards

30 Cards shown in Fig. 3A-purple	30
Cards shown in Fig. 3B-orange	
Cards shown in Fig. 3C-green	
Cards shown in Fig. 3D-yellow	
Cards shown in Fig. 3E-red	
35 Cards shown in Fig. 3F-blue	35

The purpose of the various colourings, the remaining markings shown in the Figures on the various items of equipment, and the uses to which the various items of equipment are put will become clear from the following explanation of how the game is played.

40 A preferred title of the game is "Prosperity".	40
--	-----------

OBJECT

This is a game of skill and chance for two to six players.

45 The main objective is to buy properties at auction, improve them and then sell them through Estate Agents. Doing this should make players a profit and at the end of the game the most prosperous player is the winner.	45
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PREPARATION

50 1. The main board is placed in the centre of a playing area with the subsidiary board which is the Completion Chart along the side. Each player has the sole use of the Estate Agent's shop appearing directly in front of the player on the main board.	50
separately and placed face down on their allotted spaces (zones 2 and 3 respectively) on the main board.	
3. One player is chosen to act as Banker and each player is given £100,000 as follows: one	
55 £50,000, one £20,000, two £10,000, one £5,000, two £2,000 and one £1,000 "note". There	55
are some forty £50,000, thirty £20,000, twenty £10,000, fifteen £5,000, fifteen £2,000 and	
thirty £1,000 "notes" (the exact number not being critical). The remaining "notes" are held by	
the Banker.	
4. The Property cards are sorted by colour and formed as a pack with details of the proper-	
60 ties facing down, in this order: blue at the bottom, then red, yellow, green, orange and purple at the top. The pack thus formed is placed face down on the space therefor (zone 7) on the Completion Chart.	60
5. Each player takes a Player's piece and a Completion Marker to match the colour of his Estate Agent's shop.	
65 6. The top four purple property cards from the pack are placed face down on the main board	65

one in each of the spaces identified as LOT 1, LOT 2, LOT 3 and LOT 4 (zones 6A, 6B, 6C and 6D).

7. The black Auction Marker is placed on the Completion Chart in the space before Auction 1 (that is in the zone identified as START in the row 9 of circular zones).

- 5 8. The Players' pieces are placed on the space identified as JUST VIEWING (in the ring of zones 4) on the main board.

5

TO START THE GAME

Each player in turn throws the conventional die; the player with the highest throw starts (play 10 thereafter passes clockwise).

The first player throws the die again and moves his piece the number of spaces indicated by the die in the direction of the arrow labelled JUST VIEWING around the ring (zones 4) of spaces on the main board.

The player then takes whatever action is indicated by the legend in the space arrived at.

- 15 Play then passes to the next player.

15

More than one piece can rest on the same place.

BUYING AND SELLING PROPERTY

Properties may be bought:

- 20 a) at auction,
b) by tender,
c) when the OFFER space is landed on,
d) when indicated by a Prosperity card.

20

Properties can be sold:

- 25 e) through a player's own estate agency,
f) by landing on the RESALE space,
g) to other players when they land on the OFFER space,
h) when indicated by a Prosperity card.

25

Each player holds the Property card(s) corresponding to the or each property he has bought 30 until he sells that property.

30

As a player completes the first sale of a property of each colour group, the player moves his/her Completion Marker on the Completion Chart.

Sales through OFFER do not count for completion purposes (enabling the player to move his/her Completion Marker) as the property has not been sold to the bank.

- 35 Under no circumstances can a player purchase a property of the next colour group until that player has sold a property of the previous colour group.

35

SELLING THROUGH AN ESTATE AGENT

- 40 1. Properties must be improved at least once by placing with a Property card an Improvement card of the appropriate colour thus increasing the value of the property.

40

2. Once a player has decided to put a property on the market, he/she can put one property up for sale the next time he/she passes the ON THE MARKET space.

3. He/she places the improved property in one or other of the two windows (numbered 1 and 2) of his/her estate agency.

- 45 4. The player must then land on the appropriate space on the board—SOLD WINDOW 1 or SOLD WINDOW 2..

45

5. The property is then sold to the bank—the player receives the market price plus the value of the Improvement card(s) placed with the property card and all these cards are then removed from the game.

- 50 6. A player can have properties for sale in both windows, but he may only put one property up for sale at a time as he passes the ON THE MARKET space.

50

Players must remember to advance their Completion Markers when they sell the first property of a colour group—they cannot buy a property of the next colour group until they have done so.

- 55

55

SALES BONUS

As an incentive for the player who sells the first property of each colour group, there is a Sales Bonus—ranging from £5,000 for properties of the purple group to £30,000 for properties of the blue group. These bonuses are shown on the Completion Chart.

- 60 Property Cards

60

There are six categories of property, graded upwards in value—from properties in the purple group to properties in the blue group.

- 65 The Property cards show properties which are in need of improvement before they can be sold.

65

As shown in Figs. 3A to 3F, each Property card has a reserve price marked at the top of the card which is the amount at which bidding commences at auction.

At the bottom of each card is marked the market value which is the amount the property will fetch when sold through an Estate Agent.

- 5 Players may hold any number of Property cards and must keep them face up in view of the other players. 5

The reserve prices and market values of the properties to which the various Property cards relate are as follows:

- 10 **Purple Group:** 10

Three properties with reserve prices of £14,000 and market values of £20,000.

Two properties with reserve prices of £19,000 and market values of £25,000.

Three properties with reserve prices of £23,000 and market values of £30,000.

- 15 **Orange Group:** 15

Two properties with reserve prices of £26,000 and market values of £32,000.

Three properties with reserve prices of £28,000 and market values of £35,000.

Three properties with reserve prices of £32,000 and market values of £40,000.

- 20 **Green Group:** 20

Two properties with reserve prices of £33,000 and market values of £42,000.

Three properties with reserve prices of £36,000 and market values of £45,000.

Three properties with reserve prices of £40,000 and market values of £50,000.

- 25 **Yellow Group:** 25

One property with a reserve price of £42,000 and market value of £52,000.

One property with a reserve price of £42,000 and market value of £53,000.

Three properties with reserve prices of £44,000 and market values of £55,000.

Three properties with reserve prices of £48,000 and market values of £60,000.

- 30 **Red Group:** 30

Two properties with reserve prices of £52,000 and market values of £65,000.

Two properties with reserve prices of £56,000 and market values of £70,000.

Two properties with reserve prices of £60,000 and market values of £75,000.

- 35 Two properties with reserve prices of £64,000 and market values of £80,000. 35

Blue Group:

Two properties with reserve prices of £68,000 and market values of £85,000.

Two properties with reserve prices of £72,000 and market values of £90,000.

- 40 Two properties with reserve prices of £76,000 and market values of £95,000. 40
Two properties with reserve prices of £80,000 and market values of £100,000.

The reverse of each Property card indicates a range of tender values which are the same for each card in each colour group and are as follows:

- 45

purple group -£20,000 to £30,000

orange group -£32,000 to £40,000

green group -£42,000 to £50,000

yellow group -£52,000 to £60,000

- 50 red group -£65,000 to £80,000 50
blue group -£85,000 to £100,000

Improvement Cards

- 55 Improvement cards represent work undertaken to increase the value of the property. These cards can be purchased by players as they land on IMPROVEMENT spaces for the sums indicated on the various Improvement cards whether or not they have any Property cards. 55

Purchased Improvement cards need not be shown to other players.

- 60 The value of the improvement (normally greater than the amount paid for it) is shown at the bottom of the Improvement card. The Improvement cards are either of a single colour or are multi-coloured to indicate the group(s) of properties with which they may be used. Each Improvement card may only be used with a Property card having a colour shown on the Improvement card. 60

- Some Improvement cards can be used with properties of one colour group only, some with properties of two or three colour groups and some with properties of any colour group.

- 65 As is shown in Figs. 4A to 4F, the individual Improvement cards relate to work at an 65

indicated price, and are coloured, as follows:

	Damp and Timber Treatment-	£2,000-Purple	
	Roof repair	- £3,000-Purple	
5	Security System	- £4,000-Orange	5
	Shower Room	- £5,000-Orange Purple	
	Updating	- £5,000-Purple Orange	
10	Heating	- £5,000-Purple	10
	Double Glazing	- £5,000-Purple	
	Cavity Wall Insulation	- £6,000-Orange Purple	
	Port and Porch	- £6,000-Purple Orange Green	
15			15
	Attic Conversion	- £6,000-Green Orange Purple	
20	New Kitchen/Bathroom	- £7,000-Purple Orange	20
	Rendering	- £7,000-Purple	
	Replacement Windows	- £7,000-Purple Orange Green	
25	Patio	- £7,000-Green Orange Purple	25
	Period Features	- £7,000-Green Orange	
30	New Lighting and Rewiring	- £7,000-Orange	30
	Decorating	- £8,000-Orange Green	
	Modernisation	- £9,000-Yellow Green Orange	
35			35
	Structural Repair	-£10,000-Yellow Green Orange	
40	Heating	-£10,000-Orange Green Yellow	40
	Granny Flat	-£10,000-Orange	
	Luxury Kitchen	-£10,000-Green	
45	Roof Repair	-£10,000-Green Orange	45
	Front Extension	-£12,000-Orange Green	
	Landscaping	-£12,000-Green	
50	Conservatory	-£12,000-Yellow	50
	Double Garage	-£12,000-Green	
	Luxury Bathroom	-£12,000-Yellow Green	
	Roof	-£13,000-Yellow	
55	Land	-£15,000-Green Yellow	55
	Roof Insulation	-£15,000-Red Yellow Green	
60	Double Extension	-£15,000-Yellow	60
	Granny Flat	-£15,000-Green Yellow Red	
	Rendering	-£15,000-Green Yellow	
65			65

	Planning Permission	-£17,000	Blue Yellow Red	
5	Planning Permission	-£17,000	Red Yellow Green	5
	Outhouse	-£18,000	Red Yellow Blue	
10	Complete Renovation	-£20,000	Red Yellow Blue	10
	Sauna and Jacuzzi	-£20,000	Red Blue	
15	Keep-fit Room Sports Room	-£20,000	Red Blue Yellow Red	15
	Double Garage	-£20,000	Red	
20	Snooker Room	-£20,000	Blue Red	20
	Tennis Courts	-£25,000	Blue	
	Flat Conversion	-£25,000	Red	
25	Period Features	-£25,000	Blue Red	25
	Indoor Pool	-£30,000	Red	
	Swimming Pool	-£30,000	Blue	
	Structural Repair	-£30,000	Red Blue	
30	Stables	-£35,000	Blue	30
	Land	-£35,000	Blue	

As is shown in Fig. 4G, there are five further Improvement cards which can be used on any property and which have a value of £5,000. On each of these cards it is indicated that only one such card can be used per property. Legends on the individual cards read:-

35

	Famous Poet Lived Here	
	Famous Inventor Lived Here	
	Charles Dickens Lived Here	
40	Sherlock Holmes Lived Here	
	House Built on Historic Site	40

Also indicated in Fig. 4G are three Improvement cards each identified as a removal card that can be played against an opponent when the player holding the card lands on an IMPROVEMENT space to have the effect that the opponent must remove from his Estate Agency's window a property of the choice of the holder of the removal card. These three cards are individually identified as dry rot, haunted house, and death watch beetle.

45

As shown in Fig. 4H, the remaining three Improvement cards are identified as devaluation cards. One bears the legend motorway planned, another the legend compulsory purchase order and the third the legend double yellow lines. Each also has the legend:

50

This card may be played against an opponent when you land on an improvement space in the future. The following should be deducted from the property value when it is sold.

55

55	Purple £6,000	
	Orange £8,000	
	Green £10,000	
	Yellow £12,000	
	Red £16,000	
60	Blue £20,000	60

Finally Fig. 4H shows that the reverse of each Improvement card indicates that it is an Improvement card.

60

The six Improvement cards bearing the legends devaluation card or removal card do not relate to improvements and, although included as Improvement cards are, in fact, Blight cards. When

65

the holder of a Blight card lands on an IMPROVEMENT space, he/she can place the Blight card on any opponent's property that is in a window, so as to force the opponent to withdraw the property from the market temporarily or so as to devalue the opponent's property.

- Passing on a Blight card to an opponent does not stop the holder of the Blight card buying an Improvement card at the same time. 5

Completion Chart

The Completion Chart shows which colour groups of property have been sold by each player at any stage of the game. It also shows how many auctions have been held.

- 10 As each player sells a property of each colour group, that player must advance his/her Completion Marker (on the row 10 in Fig. 2) to the corresponding colour of the property sold. 10

The spaces on the main board:

ON THE MARKET

- 15 No player actually lands on this space but one very important action can be taken as each player passes over this space. 15

A player passing over the MARKET space can place one improved property into his Estate Agent's window. Once placed in his Estate Agent's window a player must place this property on the market before carrying out any instructions arising from landing on a space—such as

- 20 picking up a Prosperity card or buying an Improvement card. 20

PROSPERITY

A player landing on this space must take the top card from the Prosperity pack and after following the instructions on the card, return the card face down to the bottom of the pack.

- 25 As shown in Figs. 5A to 5D, the instructions on the various Prosperity cards are as follows: 25

Another Throw.

Advance to JUST VIEWING space.

Go on Holiday Miss your Next Throw.

- 30 Advance to TENDER space—do not put a Property on the Market. 30

Collect Short-term Interest of £5,000 if you hold £50,000 or more in Cash.

Collect Deposit Account Interest on Cash Held as Follows:

Up to £30,000 -£3,000

£31,000 to £60,000 -£6,000

- 35 £61,000 to £100,000 -£10,000 35

£101,000 to £150,000 -£15,000

over £151,000 -£20,000

Rate Rebate Collect £3,000 from the Bank.

- 40 Housing Grant Collect £10,000 from the Bank. 40

Housing Grant Collect £10,000 from the Bank.

Prime Site! Next Time you Sell a Purple or Orange.

Property through an Estate Agent Collect a Premium of £10,000 from the Bank.

Prime Site! Next Time you Sell a Green or Yellow Property through an Estate Agent Collect a

- 45 Premium of £20,000 from the Bank. 45

Prime Site! Next Time you Sell a Red or Blue Property through an Estate Agent Collect a

Premium of £30,000 from the Bank.

A Cash Buyer Offers you £5,000 off the Market Price of any one Property you may have on the Market—Accept if you wish to Sell.

- 50 A Cash Buyer is Prepared to Pay the Following for any one Property you may have on the Market, as follows: 50

Purple £25,000

Orange £39,000

Green £49,000

- 55 Yellow £59,000 55

Red £79,000

Blue £97,000

A Cash Buyer is Prepared to Pay the Following for anyone Property you may have on the

- 60 Market: 60

Purple	£26,000	
Orange	£38,000	
Green	£50,000	
Yellow	£58,000	
5 Red	£78,000	5
Blue	£98,000	
10 You may Remove a Property from an Estate Agent's Window, providing it has not been Devalued, and replace it with an Improved Property.		10
Either put a Property on the Market without Improving it or take a free Improvement Card.		
Either take a Free Improvement card or put a Property on the Market without Improving it.		
You may Improve a Property already on the Market by attaching a further Improvement Card.		
You may Improve a Property already on the Market by attaching a further Improvement Card.		
You may Purchase a Property Display in an opponent's Window at Market Price.		
15 Display this card—A Millionaire Wishes to Buy a Property with either Period Features or a Snooker Room and will pay a Premium of £30,000 to the first player with such a Property available on the Market.	15	
Display this Card—A Playboy Wishes to Buy a Property with either a Swimming Pool or Sauna and Jacuzzi and will Pay a Premium of £30,000 to the First Player with such a Property available on the Market.		20
20 You will be Late for the Next Auction—Do Not Participate in the Bidding for Lots 1 and 2 (Keep Card).		
Business Commitments will Force you to Leave Early at the Next Auction—Do Not Participate in the Bidding for Lots 3 and 4 (Keep Card).		
25 Buyer Pulls Out—Remove your Property from Window 1.	25	
Planning Permission Refused—Remove your Property from Window 2.		
Pay Bills on all Properties Owned as follows:		
Purple and Orange—£1,000		
Green and Yellow—£2,000		
30 Red and Blue —£3,000	30	
Pay Estate Agents' Fees for all the Properties on the Market as follows:		
Purple and Orange—£2,000		
Green and Yellow —£4,000		
35 Red and Blue —£6,000	35	
Pay Surveyor's Fees of £4,000.		
Pay Bank Interest of £5,000.		
Storm Damage Pay £5,000 to Rectify (if you own a Property).		
40 Pay Capital Gains Tax of £6,000.	40	
Conveyancing Pay Solicitor's Fees of £6,000.		
Pay Bank Interest of £7,000.		
Subsidence Pay £7,000 to Rectify (if you own a Property).		
45 Fig. 5B shows that the reverse of each Prosperity card identifies the card as a Prosperity card.	45	
IMPROVEMENT		
There are four IMPROVEMENT spaces. When landing on such a space the player has the option of buying the top Improvement card in the pack for the sum indicated (£2,000, £3,000, £4,000 or £5,000).		
50 A player must pay the amount due to the bank before drawing the card.	50	
AUCTION		
At the very start of the game, four properties from the purple group are placed face down in		
55 LOT 1, LOT 2, LOT 3, and LOT 4 on the main board (zones 6A, 6B, 6C, and 6D in Fig. 1).	55	
After each auction, any unsold properties are removed and are available at their market price to any player landing on the JUST VIEWING space. The next four properties in the pile are then placed in the LOT 1, LOT 2... zones ready for the next auction.		
An auction is held when any player lands on the AUCTION space unless two or more players		
60 have already sold properties of the previous colour group (this does not apply to auction of purple properties) or twelve auctions have already taken place. Even if no one has sufficient funds to purchase a property, the auction must still take place.	60	
An auction is held as follows:		
The player landing on the AUCTION space assumes the role of auctioneer. All the remaining		
65 players are brought to the AUCTION space—even if they are not in a position to bid.	65	

- The auctioneer turns over the Property cards which are on the spaces LOT 1, LOT 2, LOT 3 and LOT 4 to show the properties up for auction.
- The player to the left of the auctioneer begins to bid for the first property—LOT 1. If he chooses not to bid, the bidding passes to the person on his left (including the auctioneer) and so on. A person can come back into the bidding at any time that bidding moves round to him or her.
- Bids must start at the indicated reserve price of the property and move upwards.
- The property is purchased by the player who makes the highest bid. This player then takes the Property card and pays the purchase price to the bank. The player second to the left of the auctioneer begins the bidding for LOT 2.
- This continues until all four properties have been auctioned.
- A player may purchase any number of properties at the auction.
- If a lot remains unsold—that is no player makes a bid for the property—the property is placed on the space for unsold Property cards on the Completion Chart (zone 8 in Fig. 2).
- For each property sold at auction, the auctioneer receives a fee of £2,000 from the bank.
- At the end of each auction, the Auction Marker is moved on the Completion Chart (down row 9 in Fig. 2) to show the total number of auctions held, and the properties for the next auction are placed face down on the LOT spaces on the main board (zones 6A, 6B, 6C and 6D in Fig. 1).
- Only twelve full auctions are held in a game.
- After the completion of each auction, the game is restarted from the auction space by the player whose turn it is next throwing the conventional die and moving off.
- TENDER**
- When a player lands on the TENDER space he has the option of making a bid for one of the lots which have been placed face down ready for the next auction. His bid must be in the range displayed on the reverse of the Property card in question. He makes his bid and then looks at the market value of the Property card in question, being careful not to disclose it to the other players. If his bid is equal to, or higher than, the market value (that is the higher value indicated) he pays the bank the amount of his bid and takes the Property card. If his bid is lower than the indicated market value he replaces the Property card face down.
- OFFER**
- A player landing on an OFFER space can buy any property he wishes from an opponent if it is not in an Estate Agent's window.
- Such an offer may be made on only one property on each occasion.
- The player landing on the offer space selects an opponent's property and throws the Negotiation die as many times as is needed to conclude the negotiation. As is shown in Fig. 7, the various faces of this die read as follows:-
- | | | |
|----|---------|----|
| 40 | +£1,000 | 40 |
| | SALE | |
| | +£3,000 | |
| | SALE | |
| 45 | NO DEAL | 45 |
| | +£2,000 | |
- The price of the property is increased each time until SALE or NO DEAL is thrown. Until either SALE or NO DEAL is thrown, each time +£1,000 is thrown £1,000 is added to the reserve price and the die is thrown again; each time +£2,000 is thrown, £2,000 is added to the reserve price and the die is thrown again; and each time +£3,000 is thrown, £3,000 is added to the reserve price and the die is thrown again. If SALE is thrown the property is purchased for the reserve price (the lower indicated price) plus any increases from throwing the Negotiation die. The player then pays the opponent the total price and takes the Property card.
- If NO DEAL is thrown the deal is off and play continues.
- An Offer sale as just described does not entitle a player to move his or her Completion Marker as the player has not sold the property to the bank.
- RESALE**
- A player landing on the RESALE space can resell a property not in his or her Estate Agent's window to the bank without any improvements.
- The price is determined by throwing the Negotiation die. If +£1,000, +£2,000 or +£3,000 is thrown the selling price to the bank increases until either SALE or NO DEAL is thrown. If SALE is thrown the property is sold to the bank at the reserve price indicated on the Property card plus any increases from throwing the Negotiation die and the property sold is removed from the

game.

If NO DEAL is thrown the deal is off and play continues.

Players *must not forget* to advance their Completion Markers when selling the first property of a colour group.

5 MOVE TO ANY SPACE 5

Players landing on the MOVE TO ANY SPACE are able to move to any other space on the board but if in so doing they pass the ON THE MARKET space this does *not* enable them to put a property on the market.

10 JUST VIEWING 10

Landing on the JUST VIEWING space entitles a player to purchase *any* property unsold at auction at its indicated market price.

15 LACK OF CASH 15

If a player is unable to pay expenses due to shortage of cash he must sell a property to the bank for the reserve price indicated on the Property card in question. The card is removed from the game but the player does not move his or her Completion Marker.

Players *cannot* sell properties to the bank in order to raise cash in *any* other circumstances.

20 GOING OUT OF THE GAME 20

If all properties of a colour group have been sold and returned to the bank, any player who has not sold a property of that colour group has *lost* and cannot take any further part in the game.

25 ENDING THE GAME 25

The twelfth auction is effectively the last one—it is the last time that the Players' pieces are brought to the AUCTION space and properties are auctioned off.

Thereafter, when any player lands on the AUCTION space, the Auction Marker is moved on 30 one space and the game continues.

The game ends when the Auction Marker is moved onto the END space (the bottommost space of row 9 in Fig. 2).

It is possible that all the properties will have been bought and sold before the Auction Marker has reached END space and if so this terminates the game.

35 FINAL VALUATION 35

To find the winner.

At the end of the game, all properties left unsold are returned to the bank as part of the final valuation.

40 Any properties in Estate Agents' windows are bought in by the bank at their indicated market values less any devaluations brought about by attached Blight cards. 40

Properties owned by players but not in a window are purchased by the bank at their indicated reserve prices.

Improvement cards attached to properties in windows are sold back to the bank at half their 45 indicated market values. If a value so arrived at is not a multiple of £1,000 (for example £2,500), the card is valued upwards to the nearest £1,000. 45

Improvement cards which have not been attached to properties are of no value.

Any unsold property having an attached Blight card is devalued accordingly.

50 A player having an unused Blight card in his or her hands and thus not yet placed on an opponent's property has to pay to the bank the *maximum* "devaluation" amount of £20,000. 50

The player who then has the most money from his or her buying, improving and selling activities is the winner.

55 OTHER WAYS OF PLAYING 55

55 A faster game can be played by having only six auctions and using only four Property cards of each colour group.

A very competitive game between two players can be played by using only four Property cards of each colour group, playing over twelve auctions and using only the LOT 1 and LOT 3 spaces on the main board.

60 It will be understood that the markings can be in currency other than pounds sterling, and that the various sums of money stated are by way of example only. 60

CLAIMS

1. Equipment for playing a board game, comprising:-

65 a) board means on which are marked a first set of indicia relating to dealings in property and 65

a second set of indicia relating to the progress of the game;	
b) a first die with faces indicating the numbers 1 to 6;	
c) a second die with faces marked to indicate dealings in property;	
d) a first set of cards on which are marked indicia relating to properties for sale and their	
5 prices;	5
e) a second set of cards on which are marked instructions;	
f) a third set of cards on which are marked instructions;	
g) a set of scripts representing money of various denominations; and	
h) a plurality of players' tokens.	
10 2. Equipment as claimed in Claim 1, wherein the board means comprises a main board on which the first set of indicia is marked and a subsidiary board on which the second set of indicia is marked.	10
3. Equipment as claimed in Claim 1 or 2, wherein the tokens comprise players' pieces, markers corresponding in number to the players' pieces, and one further marker.	
15 4. Equipment as claimed in Claim 3, wherein the players' piece and the first-mentioned markers have characteristic features such that each player's piece is associated with a particular one of these markers, and wherein the further marker is distinguished from the first mentioned markers.	15
5. Equipment as claimed in Claim 3 or 4, wherein said first set of indicia comprises:	
20 a zone for receiving said second set of cards;	20
a zone for receiving said third set of cards;	
a sequence of zones along which the players' pieces are to be moved, these zones carrying instructions specifying actions to be taken by players;	
a first plurality of zones each for receiving cards from said first set of cards; and	
25 a second plurality of zones each for receiving cards from said first set of cards.	25
6. Equipment as claimed in Claim 5, wherein said first of plurality zones comprises six zones.	
7. Equipment as claimed in Claim 5 or 6, wherein each of said first plurality of zones contain two areas for receiving the cards from said first set of cards.	
8. Equipment as claimed in Claim 5, 6 or 7, wherein said second plurality of zones comprises	
30 four zones.	30
9. Equipment as claimed in any one of Claims 3 to 8, wherein said second set of indicia comprises:	
two zones for receiving cards of said first set;	
a row of zones along which said markers corresponding in number to the players' pieces are	
35 to be moved; and	35
a row of zones along which one said further marker is to be moved.	
10. Equipment as claimed in any one of the preceding claims, wherein said first set of cards comprises a plurality of individual groups of cards, each group being distinguished from the other groups.	
40 11. Equipment as claimed in Claim 10, wherein the individual groups of cards and the cards of said second set have characteristic features such that each card of said second set is identified as being associatable with either:	40
a) each card of one group only of the first set of cards, or	
b) each card of more than one but not all of the groups of the first set of cards, or	
45 c) all the cards of the first set of cards.	45
12. Equipment for playing a board game comprising	
A) a die marked to indicate the numbers 1 to 6;	
B) a second die, board means and first, second and third sets of cards marked in a particular manner substantially as shown in the Figures;	
50 C) a set of scripts representing money; and	50
D) a plurality of tokens;	
the two dies, the sets of cards and the tokens being utilised and moved in accordance with the directions furnished in the description as to the manner in which the game is to be played.	
13. Equipment for playing a board game, substantially as herein described with reference to	
55 the accompanying drawings.	55

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